The Social Collaboration Game: SHINE May 16 2009.

The original plan. See http://socialreporter.com/?p=586

Plenary

| Invent a Neighbourhood | Group Collaboration | Decide Bids | Present on Wall |

Group work

| Project Ideas (from Wall) | Develop Idea with Cards | Present Bids | Tell Project Story |

| Project Ideas (from Group) |
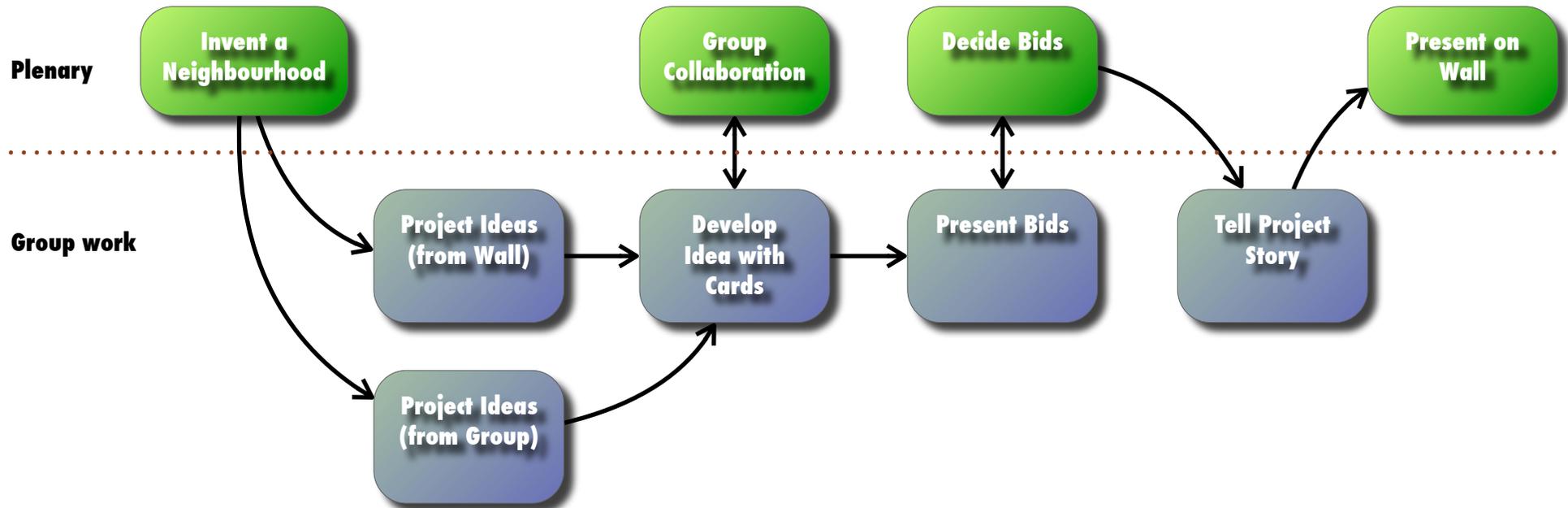
Everyone joins in a facilitated session inventing a neighbourhood from some starter ideas, with plenty of challenges and opportunities.

Groups form to develop project or campaign ideas, to address neighbourhood issues, choosing from a list or creating their own.

Groups have a set of cards with social technology and other methods, plus support and funding prospects. They are encouraged to collaborate in developing plans.
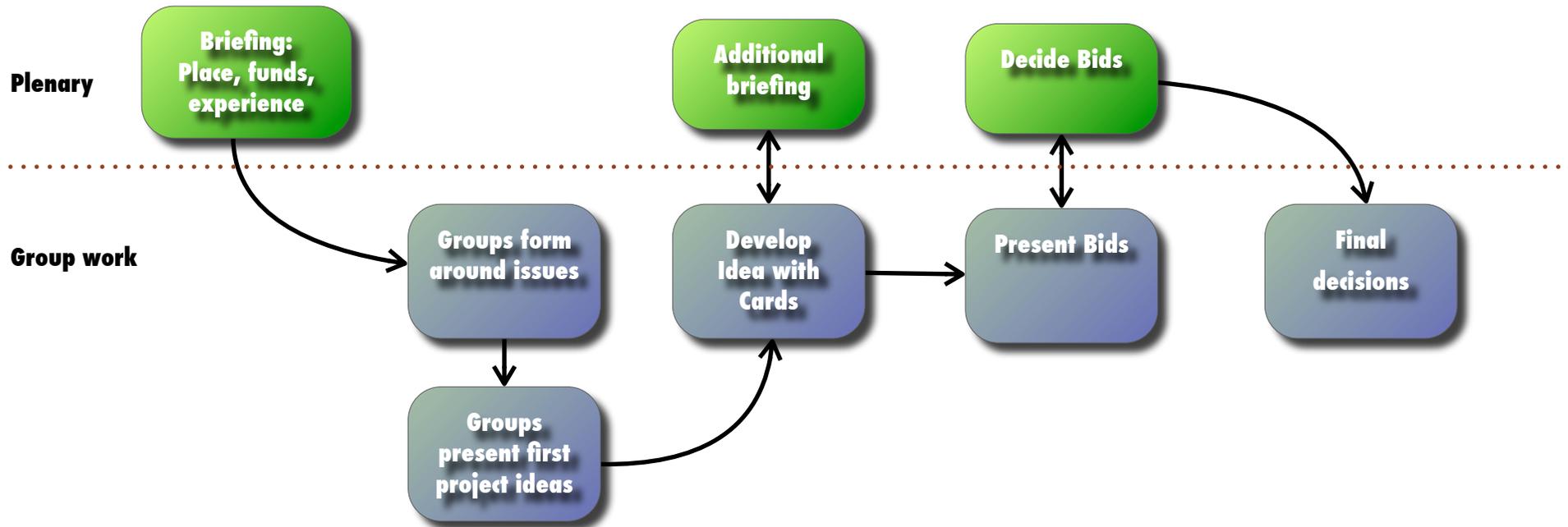
Project leaders pitch their plans to funders and supporters - who decide whether they get resources or not. Groups can form new alliances.

The groups develop a story of how their project will evolve over time - and then present back to everyone.

Back-up resources on the web will later provide howtos on turning project ideas into reality - in real neighbourhoods.

Drew Mackie and David Wilcox

The Social Collaboration Game: SHINE May 16 2009.

What actually happened on the day. See http://shine.socialreporter.net

Plenary

| Briefing: Place, funds, experience | Additional briefing | Decide Bids |

Group work

| Groups form around issues | Develop Idea with Cards | Present Bids | Final decisions |

| Groups present first project ideas |

Jess Tyrrell role-plays a council leader and describes the borough. Cliff Prior plays new Civil Society Minister, 2010. William Perrin describes Kings Cross hyperlocal blog.

Groups form to develop project or campaign ideas, to address neighbourhood issues. Present to Jess and Cliff.

Groups are given a set of cards with social technology and other methods, and budget. Amy Sample Ward and Andy Gibson mentor. Jess and Cliff provide extra briefing.

Project leaders pitch their costed plans to Cliff and Jess - who decide whether they get resources or not. Extra funds announced.

Jess and Cliff announce which projects they favour.

Drew Mackie and David Wilcox

Social Collaboration game - reflections

Here are a few notes on the game as played on the 15th May 2009 at SHINE09.

Issues

The basic structure was OK, but the timing and emphasis of its parts was problematic. We had problems with:

- The selection and definition of a project. This probably took too long and we did not have the usual props to make it quicker (in the past we've used large badges for people to show their interests etc)

- Moving forward to the "technology" aspects as depicted on the cards. As several people pointed out, the social entrepreneurs wanted to talk about their own projects and some were very resistant to letting others in the group modify their ideas. Flipcharts would have helped in letting the group build the idea.

- The whole process bottlenecked through the bid "assessment panel". This meant that some members of the group were left with nothing to do while the others presented.

- The whole idea of running the project for several years had to be abandoned for lack of time. (The original idea was that groups would tell stories of how the project developed).

- The original scenario was probably too complex. The purpose of the scenario was to provide a common base so that groups could agree to collaborate / negotiate in putting together projects

- We should not underestimate the effect that the venue had on the game. The acoustics meant that we found it very difficult to sense how things were developing in each group. It was also difficult to control the game with general announcements (until we got the microphone).

- The role of technology was perhaps not stressed enough in the opening remarks

Possible responses

It would be a mistake to totally redesign the game based on this event. We should stick with the bits that worked, ensure that we provide the appropriate support materials and eliminate the bits that didn't work or which caused needless complication. Some suggestions:

- Create an Intro sheet that explains the purpose and structure of the game and gives times for the completion of tasks. This should also show examples of the cards.

- Two hours is too little time to create and approve projects AND run a timeline session. To complete that sequence will probably need another hour. Fine for a whole morning or afternoon session.

- Create a session where groups present their bids publicly - this will mean that all groups learn from each other.

- To compress the initial "group formation" session either:

  ‣ Prepare ready made project ideas together with a short (one sheet max) description of a common context. Groups then form around these projects (flags or posters), or can create new projects related to the scenario.

  ‣ Facilitate the creation of the scenario with the audience (good ice breaker - 10 mins). Then use the project description with the flexibility of creating your own.

- I had a sense that the interviewing of participants on video was affecting the game a little and giving no immediate feedback. It contributed to the "too much going on" feeling and often removed a key group member or facilitator from the action.

General

All in all we shouldn't get too down about this run. A number of people spoke to me afterwards and said how much they had enjoyed the session. Also there were very few cases of people looking as if they were not involved. The groups seemed to be generating discussions that were relevant to their interests. We do need to be more organised as a facilitating team (and the writing of instructions should help that) but considering the difficult conditions that we were operating under it actually went surprisingly well. Comments on Twitter were very positive http://search.twitter.com/search?q=shine09+game

Drew Mackie and David Wilcox